

GAME BOY ADVANCE

AGB-FDKE-USA

A pixelated illustration of Donkey Kong on a pink platform, holding a red diamond. A blue ladder is on the right. A character in a blue shirt and white pants is jumping towards the platform, also holding a red diamond. The background is black with horizontal lines.

DONKEY KONG[®]

INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

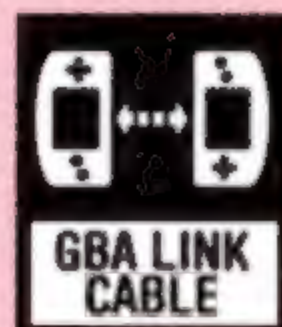
- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play information.

*For automated game play tips and news, call Nintendo's Power Line at: **1-425-885-7529**.*

This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)

Please have Visa or MasterCard ready

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under 18 need to obtain parental permission to call. Prices subject to change.

TTY Game Play Assistance: 425-883-9714

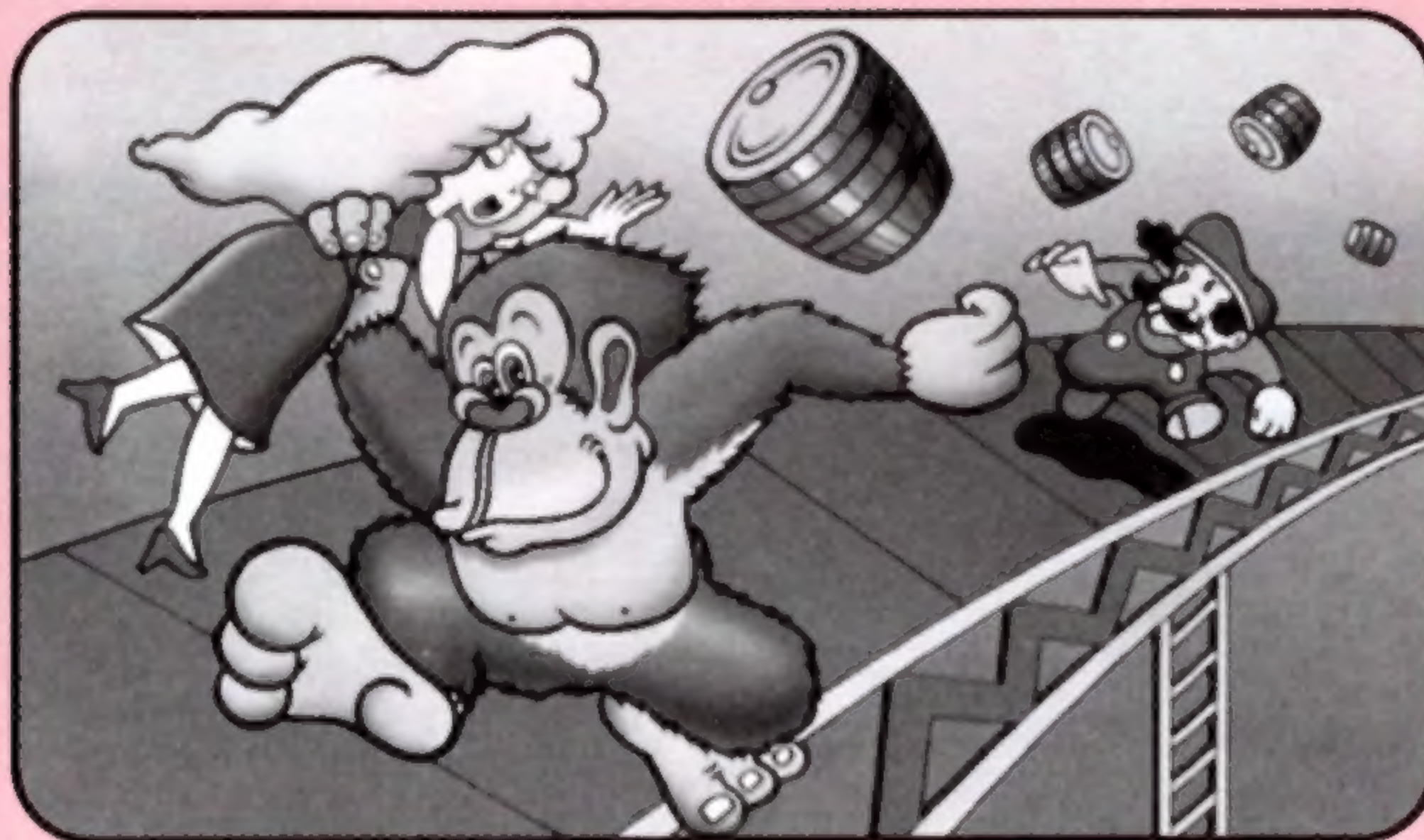


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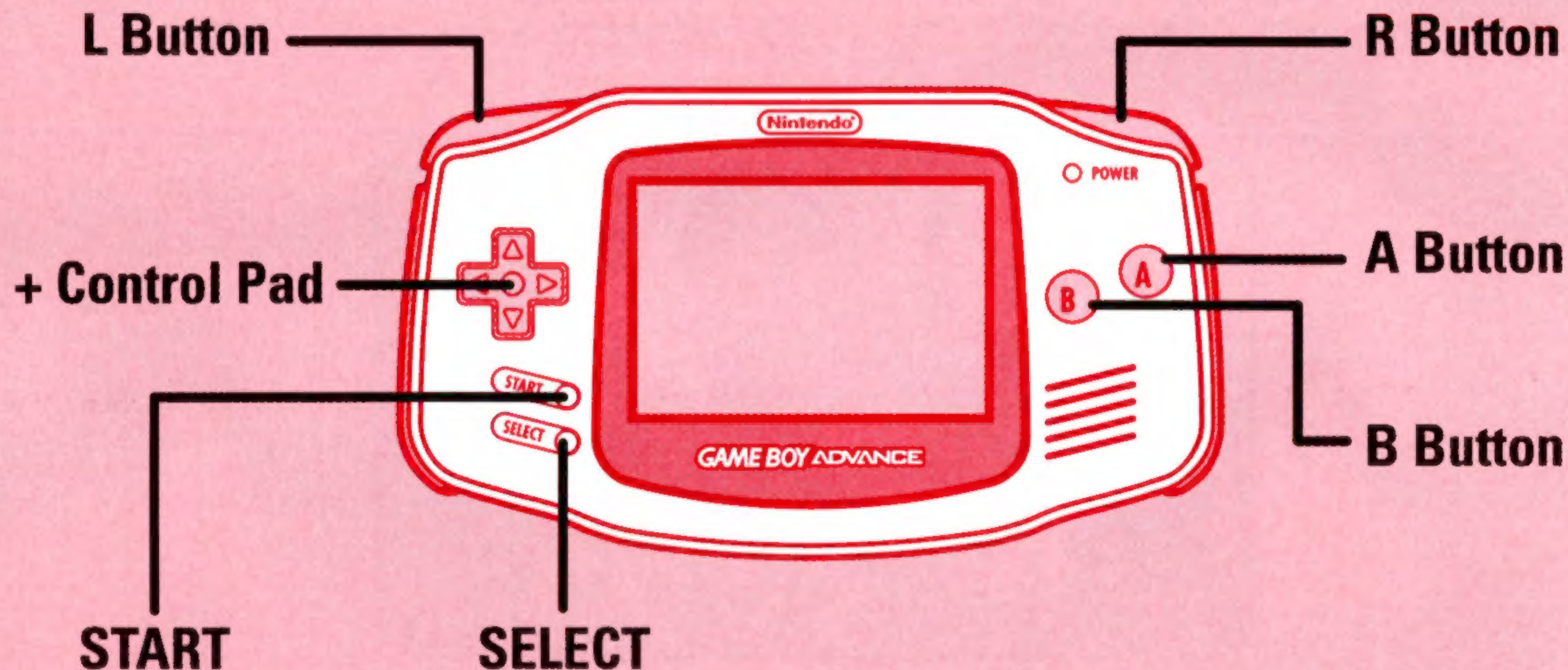
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Donkey Kong's kidnapped Pauline, and now it's up to Mario to rescue the damsel in distress! Dodge rolling barrels, climb for your life, and get that crazy ape!


CONTROLS

Insert the Game Pak into the Game Boy Advance and turn the power ON.



*For more information about the Game Boy Advance SP or the Game Boy Player, refer to the manuals for each system.

SELECT

Press SELECT at the title screen to move the  mark next to the game mode you want to play.

*Once the game begins, SELECT is no longer used.



START

Press START to begin the game.

- Pausing the game:
Press START during play to pause the game. To resume the game, press START again.

START + SELECT + A + B Buttons

Press simultaneously to reset the game.

*Not available during Linked Play.

L Button + R Button

Press simultaneously to access the system menu. From the system menu, you can reset, save, or sleep. If you press the L and R Buttons simultaneously during Linked Play, the Finish Linked Play confirmation screen will be displayed—from there, you can end your current game. Turn the power ON while holding the L and R Buttons to access a menu from which you can restore saved data to the default settings.

MENU SCREEN

■ Continue

Continue your game.

■ Reset

Return to the title screen.

■ Linked Play

Play with another player by connecting with a Game Boy Advance Game Link cable. To learn more about Linked Play, refer to the "Linked Play" section on page 15.

■ Save High Score

Save the high score. High scores will be saved even after the power is turned OFF.

*Data cannot be saved during Linked Play.

■ Sleep Mode

The power remains ON, but the liquid crystal display will turn off and the game will pause to reduce battery consumption. To exit Sleep mode, press SELECT and the L and R Buttons.

*If the batteries run out during sleep mode, the power will turn OFF.

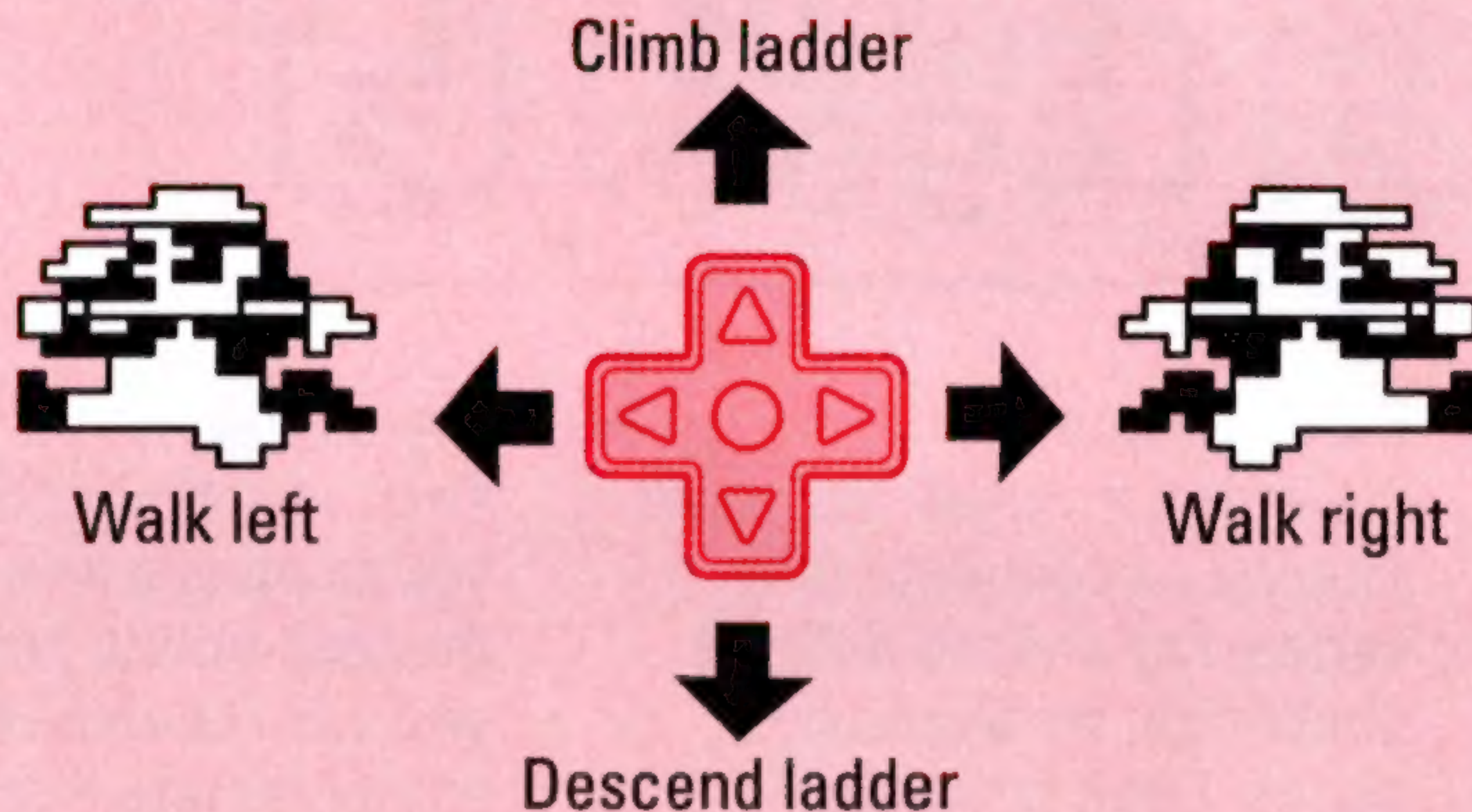


HOW TO PLAY

DONKEY KONG[®]

+ Control Pad

Use the + Control Pad to walk left, right, or climb up and down ladders.



A Button

Jump over barrels or leap between girders.

B Button

Not used.

IN-GAME DISPLAY

[M] [BONUS] [L]
[2] [4900] [2]

● Stage Series

Clear three stages and save Pauline to complete one series. For a more difficult challenge, try the next series. Each time you complete a series, the number of enemies and the speed of their movement increases. Compete against your friends to see who can complete the most stages.

● Bonus Points

The more time it takes you to pass a level, the less bonus points you will receive when you complete that level. If the number of bonus points drops to zero, you will lose a life.

● Number of Lives

You will lose a life each time you are defeated.

Extra Lives

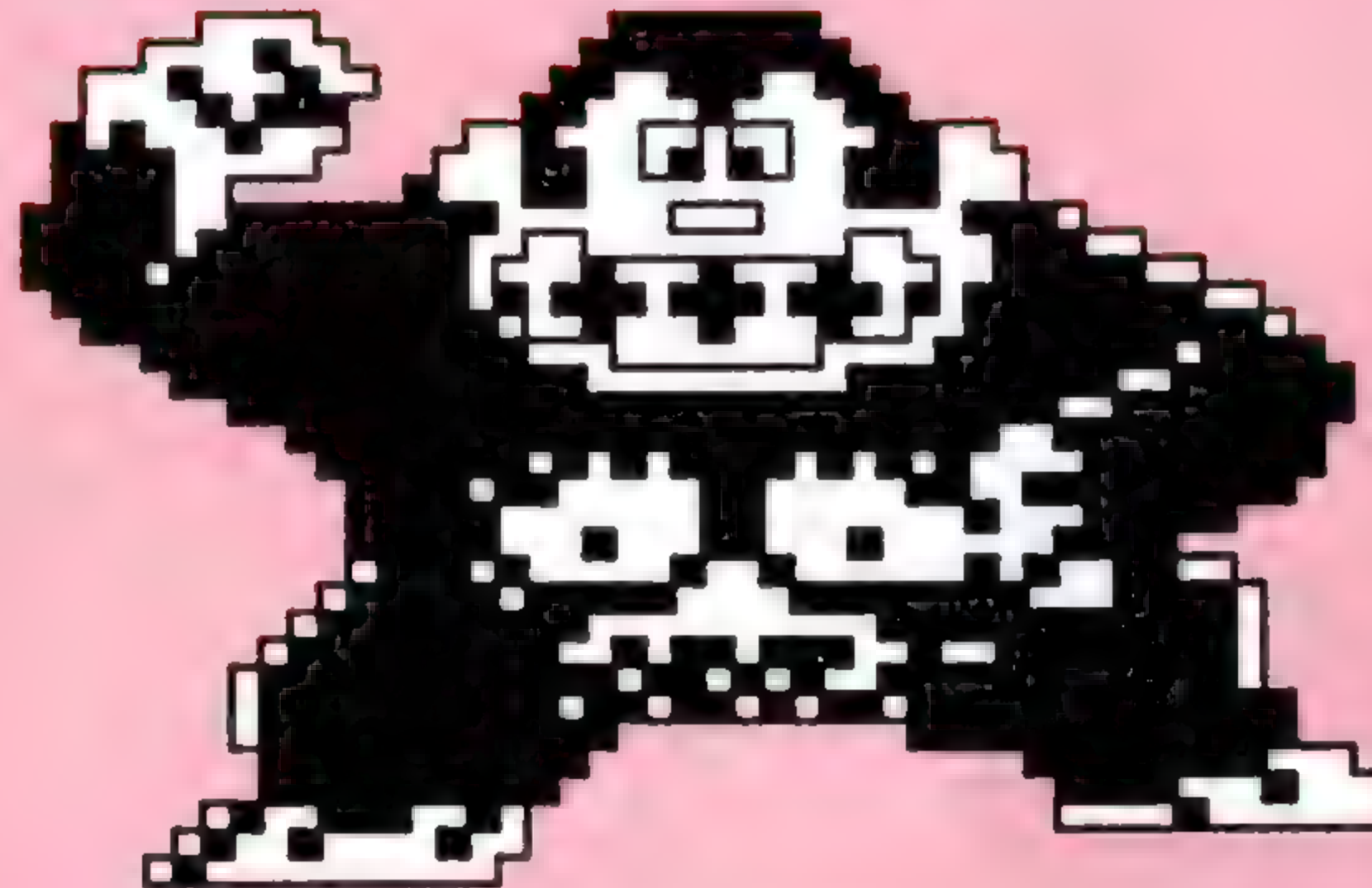
Rack up 20,000 points to earn an extra life.

CHARACTERS

DONKEY KONG



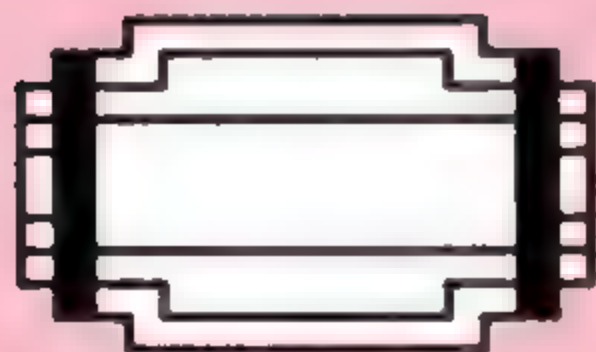
Mario



Donkey Kong



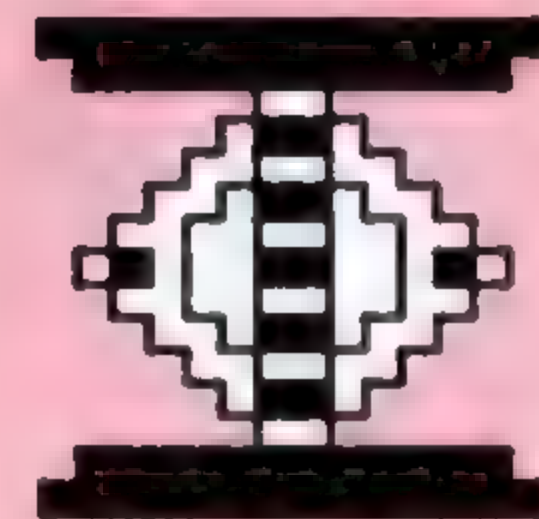
Pauline



Barrel



Fireball



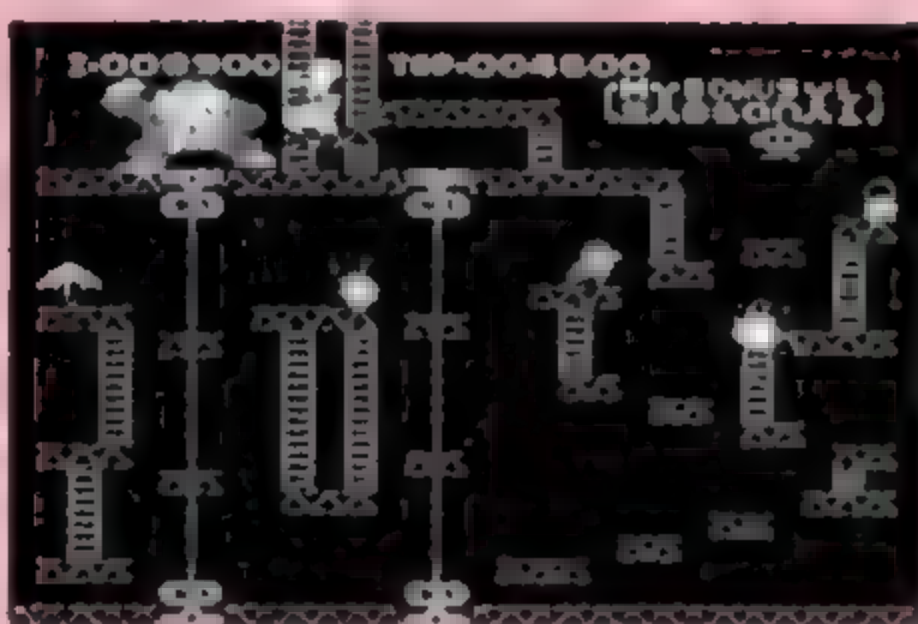
Jack

GAME PROGRESSION



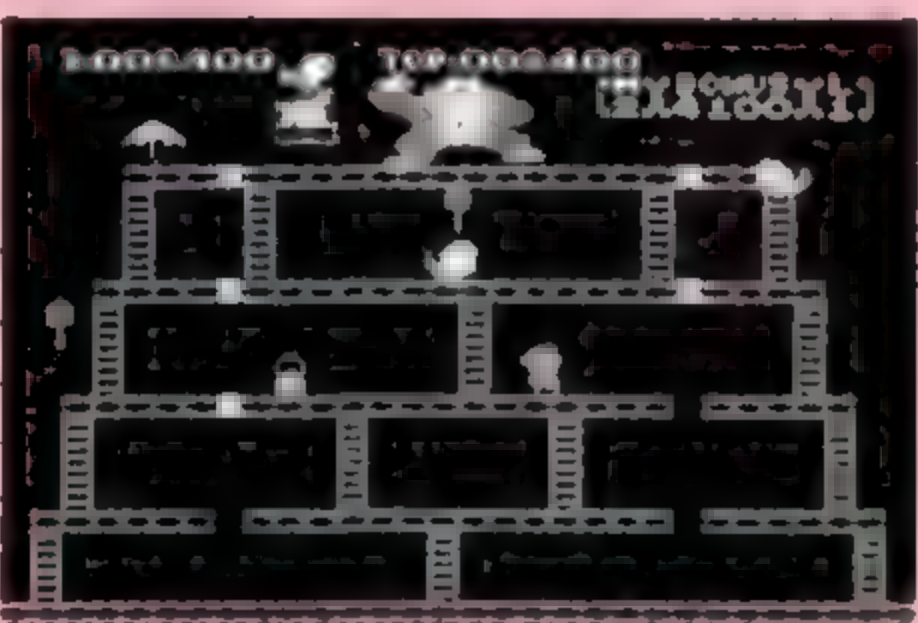
Level 1

Jump over the barrels Donkey Kong tosses down at you and climb ladders to save Pauline, who is being held captive at the top of the screen.



Level 2

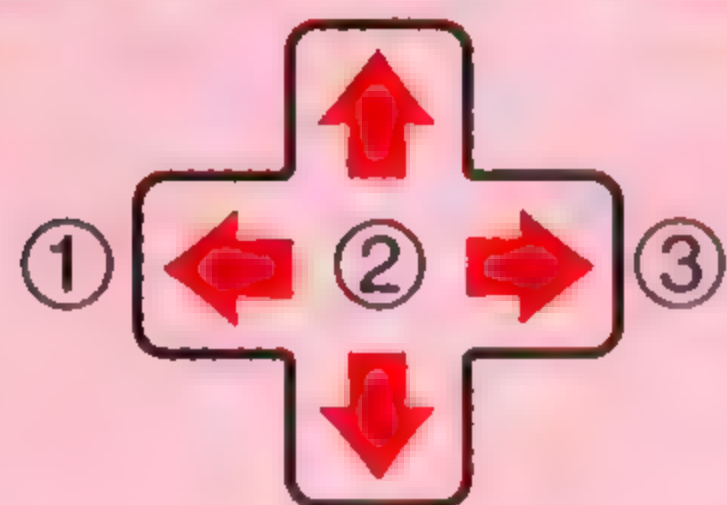
Leap between moving lifts and climb ladders to rescue Pauline. Time your jumps carefully, and beware of fireballs!



Level 3

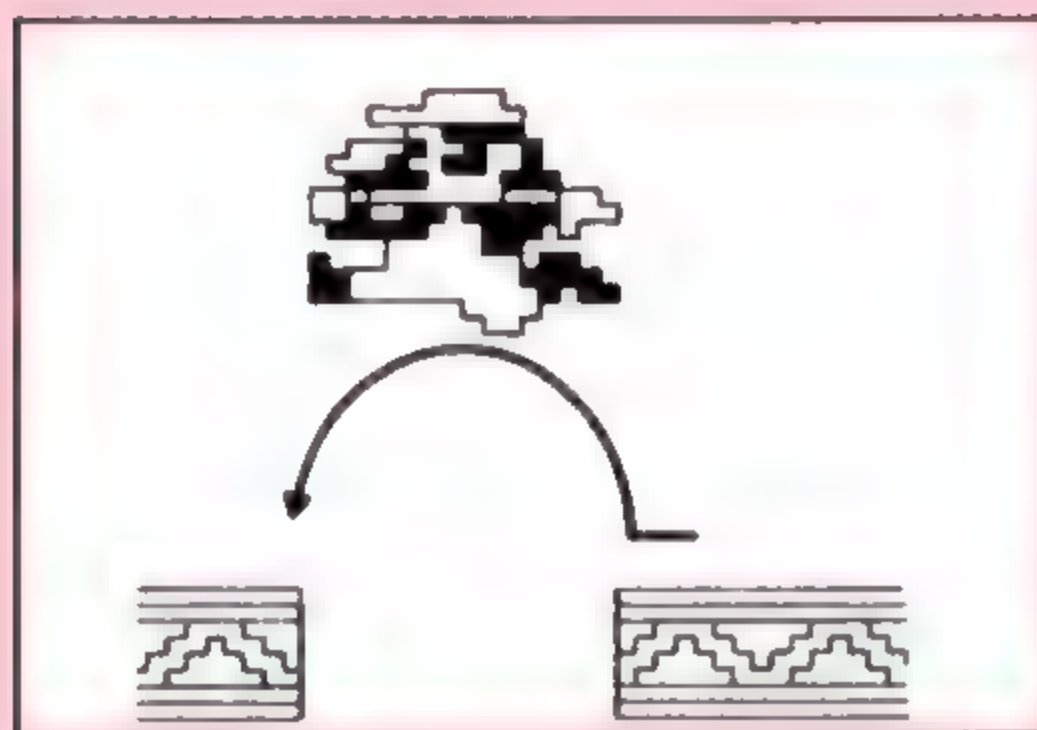
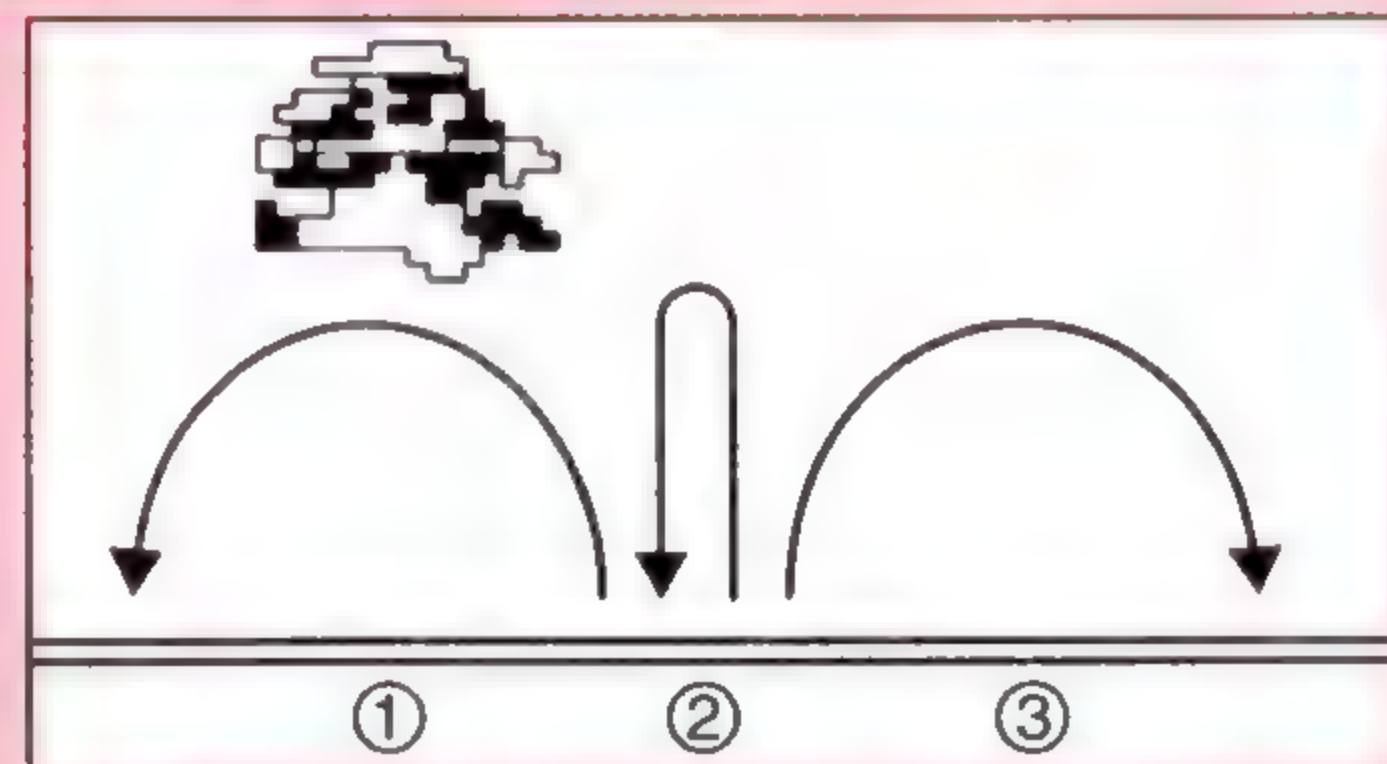
Run along the girders to remove all of the bolts. Once the bolts have been removed, the structure will fall and Donkey Kong will plummet.

JUMPING



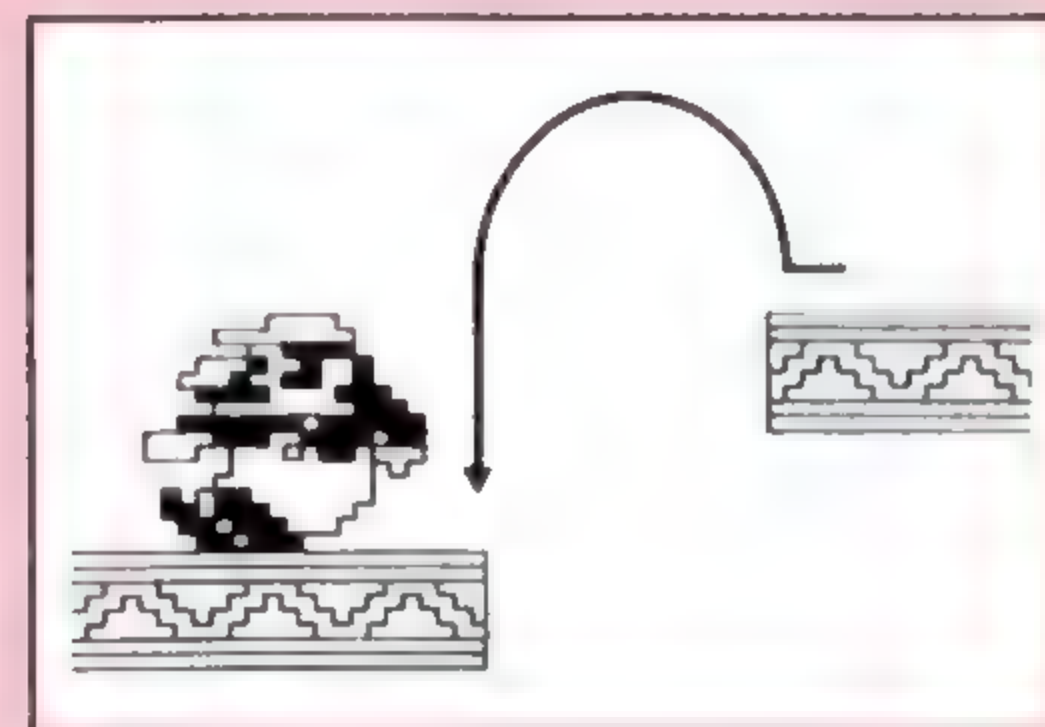
Press the A Button to jump straight up. To jump left or right, press and hold the + Control Pad in the direction you want to jump and press the A Button.

*You cannot jump onto or between ladders.



You can jump the width of two girders.

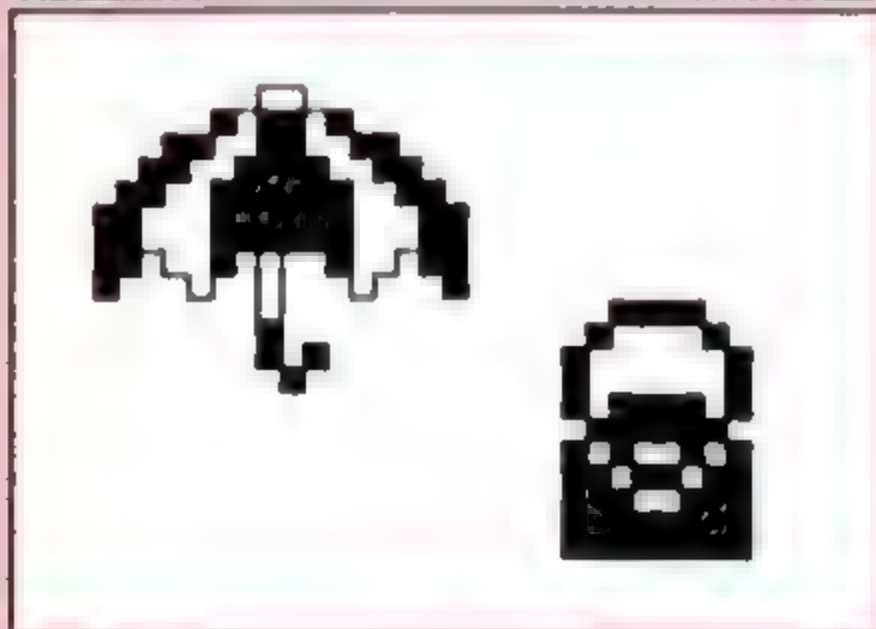
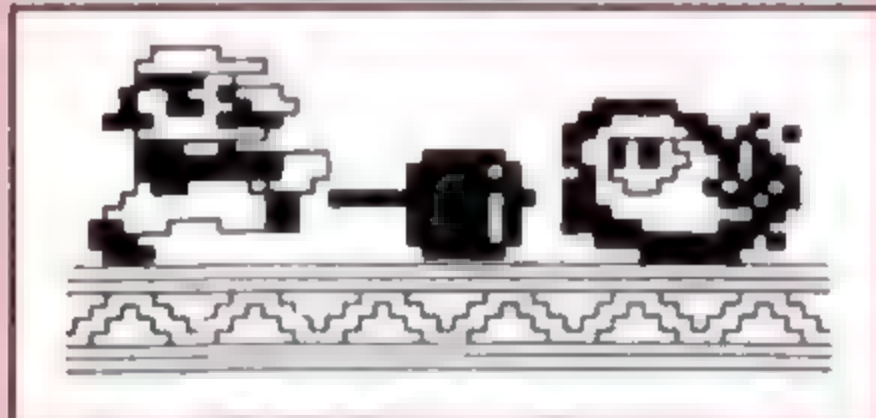
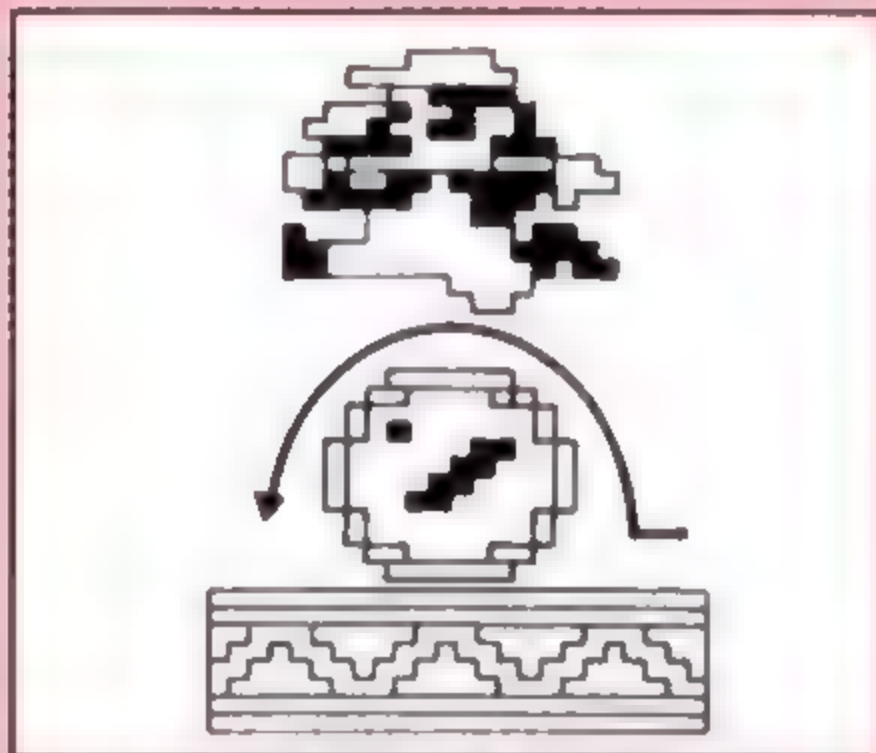
You can jump as high as two girders and safely fall from the same height.



LOSING LIVES

You will lose a life if you are struck by an object Donkey Kong has thrown at you. You will also lose a life if you fall from a distance higher than two girders or touch a fireball. If you lose all your lives, the game is over.

Here are a few tips that'll help you defeat Donkey Kong:



- **Jumping**

Time your jumps over barrels to clear them with plenty of room to spare. Each barrel you leap over will earn you points!

- **The Hammer**

Grab the hammer and smash barrels and fireballs to earn even more bonus points.

- **Bonus Points**

When she was being carried away by Donkey Kong, Pauline dropped a few of her most treasured possessions—be a gentleman and pick them up to earn bonus points.

LINKED PLAY

1. Make sure that the power of both systems is turned OFF before inserting the Donkey Kong Game Pak. The system with the Game Pak will be Player One.
 - * When playing a game with two Game Paks, the system connected with the purple end of the Game Boy Advance Game Link cable will be Player One.
2. Insert the Game Link cable into the Expansion Port of both systems.
3. Turn ON the power of both systems. When the title screen appears, press the L and R Buttons to access the system menu.

4. From the system menu, select Linked Play and then press the A Button to reach the Linked Play confirmation screen.
5. At the Linked Play confirmation screen, press START to connect and return to the title screen.
6. At the title screen, select 2 PLAYER GAME and press START to begin.
 - * When using only one Game Pak, Player 2 can disconnect from Player 1 and still continue to play the game.

Linked Play Troubleshooting

If you're having trouble with Linked Play, the following malfunctions may be occurring:

- You are attempting to connect with a cable other than the Game Boy Advance Game Link cable.
- The Game Link cable is not fully plugged into the correct ports.
- While establishing a link, the Game Link cable was removed and plugged back in.

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www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

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Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

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THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

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Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

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MAINTENANCE OR SERVICE?**

**NINTENDO CUSTOMER SERVICE
WWW.NINTENDO.COM**

or call 1-800-255-3700

*MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
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